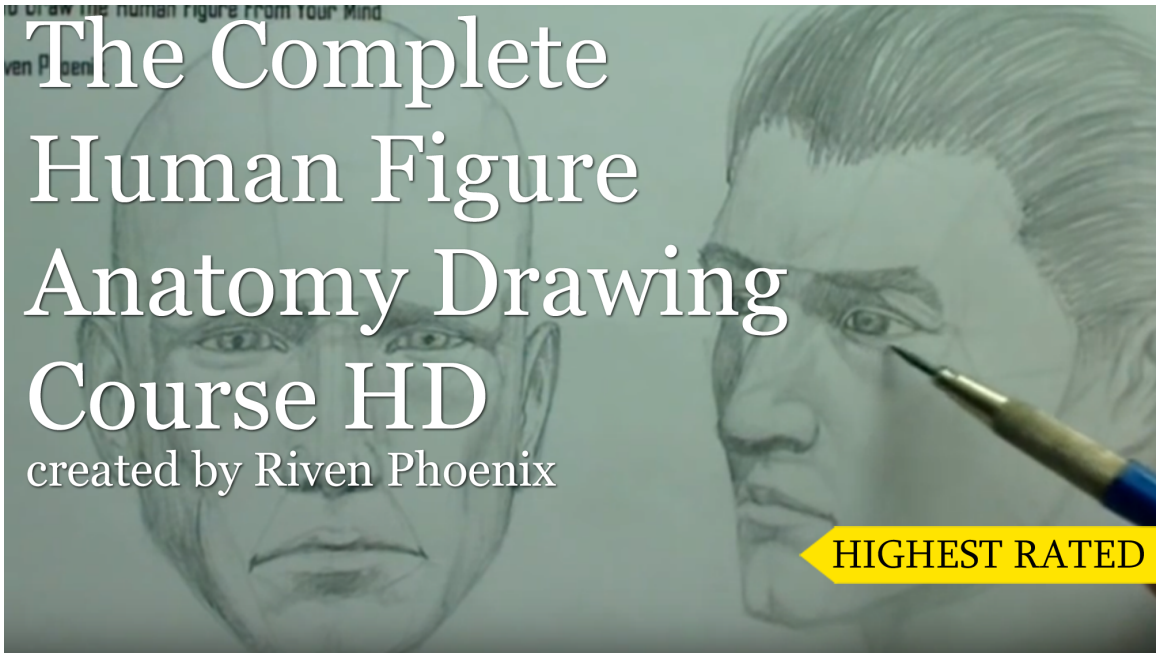

The Structure of Man

Learn to Draw the Human Figure From Your Mind with Riven Phoenix

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Figure Drawing Lesson 136 - The Muscles of The Torso - Part 17

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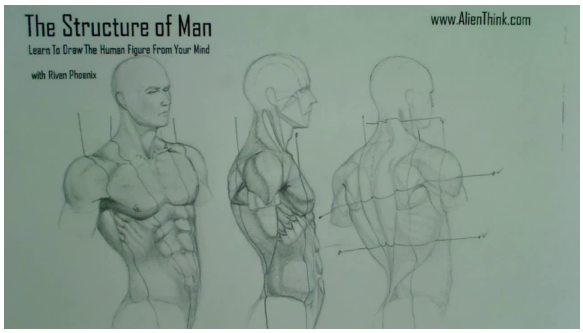
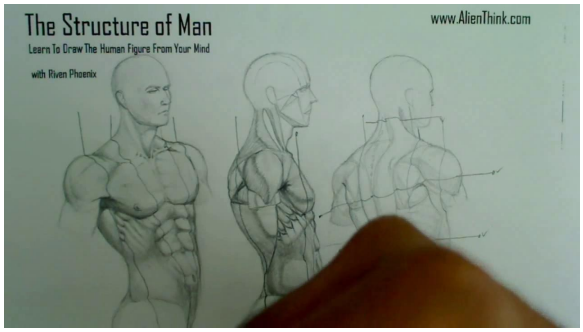
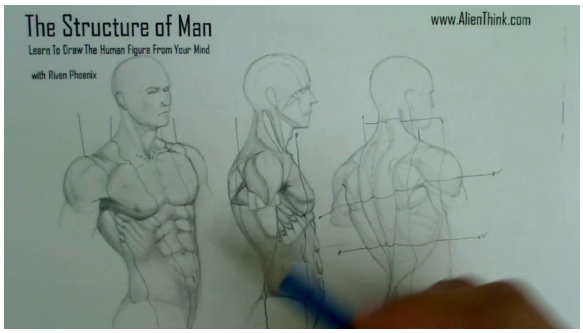
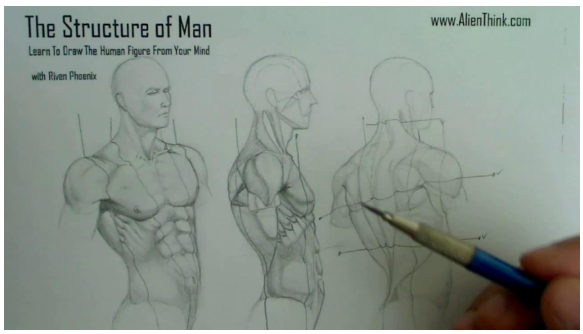
1		Hey guys, my name is Riven Phoenix and welcome to the structure of man learn to draw the human figure from your mind training course.
2		Okay, so in the previous lesson we went through basically here we concluded really in the mind as to how it can be graph this concept right of taking the muscles in really conceptually beginning to understand how we can really create figures completely.
3		From our mind from memory right because it's really going to come down to shading so here you can see like when I did the apps I made them kind of like raw card right so we can experiment with different ideas but this is all done conceptually showing that you can get different types of variations.
4		So now so here we could now say that okay we understand the connection system here and we understand how the connection system works and we understand how the muscles are all connected right using the lines of understanding so we reached a new milestone in thinking about really forming in the mind what's going on in the structure of the figure right.

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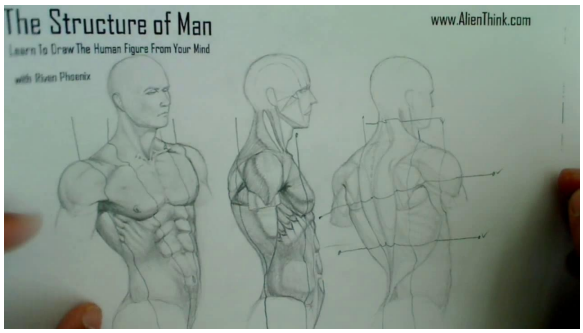
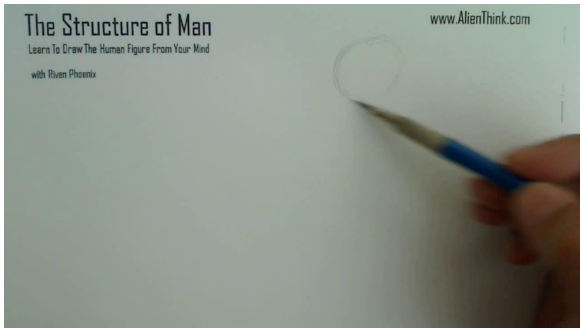
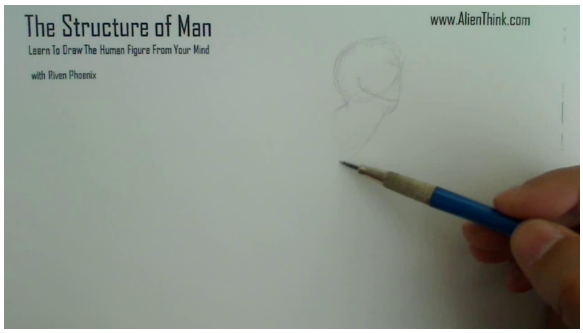
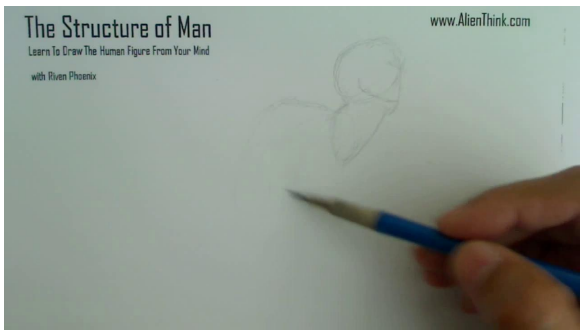
5		So to what we want to do is now take this knowledge and see that okay well what group can we do with all this knowledge so let's say that if we were let's do like a character design here now right and here I'm just going to be sketchy about this whole concept just just want to show you that let's say if we were coming up with some kind of a conceptual idea here.
6		So let's say I do like a face over here and now we're going to do this kind of like like this in extreme perspective view that's going to kind of like go like this in here it's going to be like the center of my my line here right so it's like this and I and let's say if I'm not going to really twist and turn these ideas I can I know that it's going to be long over here.
7		And I can start to just visualize some ideas here right let's say that this is going to be my figure over here I'm going to just start thinking about the whole concept like this right it's going to be like this.
8		I want to figure to be going like this in these odd angles right so I'm going to just start thinking about just the basic shapes of our idea right our mannequin system so when we do the mannequin system right we just have to think about its concept in 3D form right just think about okay well it's

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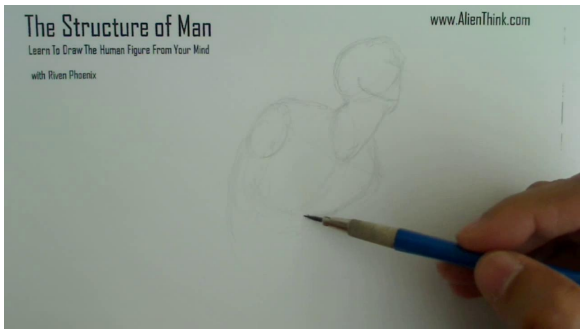
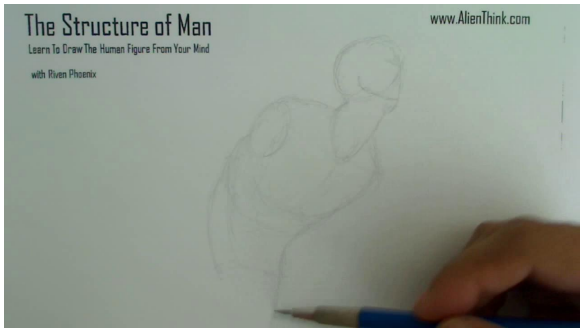
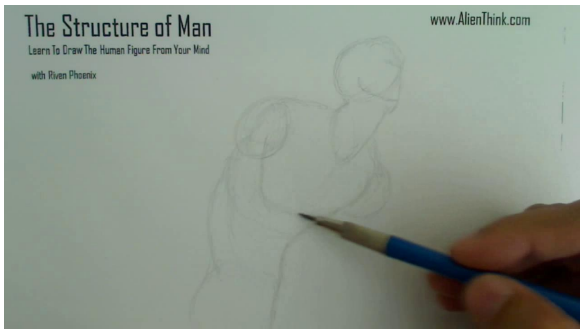
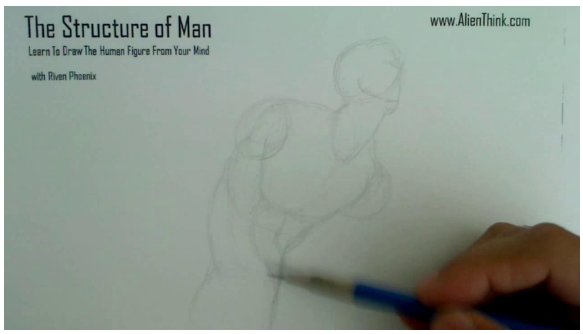
9		when when it goes it's just really going to be forming in this way and then we can twist and turn any of the ideas right so let's say that it's going to turn like this over here like so and just feel our way through it.
10		So here we're just basically doing the same thing that we want to do with that we did with the previous drawings we're going to take that information in our kind of like turn it into 3D so over here I'm going to like do the ball shape over here and do the other ball shape like this for the other arm right so I can
11		conceptually start to get some idea okay well the chest cavity is going to bury it in there so now this means that really the abs are going to be going in much more of this odd or angle like this right they're going to come down more right so this is I wouldn't say it's really a difficult
12		drawing to do it's really just understanding okay look I know about the chest cavity right and I know that the the door side muscle is going to really be coming down in the other way

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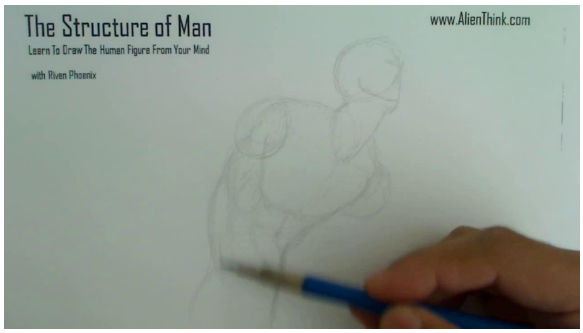
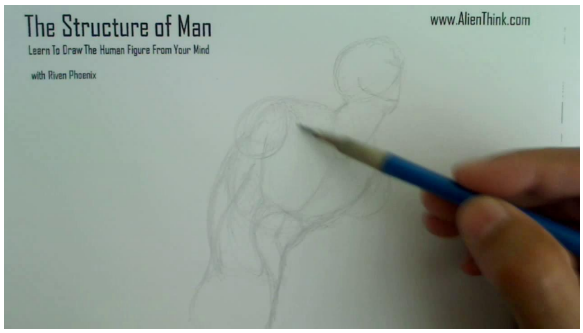
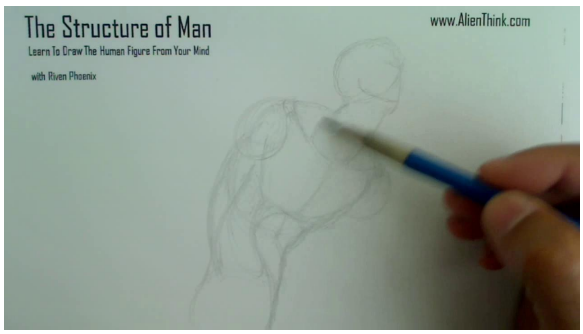
13		and I'm going to really get this guy to come I probably like this over here right you just want to understand conceptually what's going on in these ideas.
14		So once you get like a good idea about this then you can know get like a simple body and then just use our our mannequin system and do the same thing just understand the forms right we said that it's going to have this idea over here and then for the
15		the clavicle is really just going to go down this way because you really have to think about the how this clavicle is just going to be here then you're going to get that idea you're going to get like a shape over here right and then over here we're going to get
16		like these muscles so I'm just showing you how you can control and twist the body in any way that you want really right and it's just going to go like this right just be

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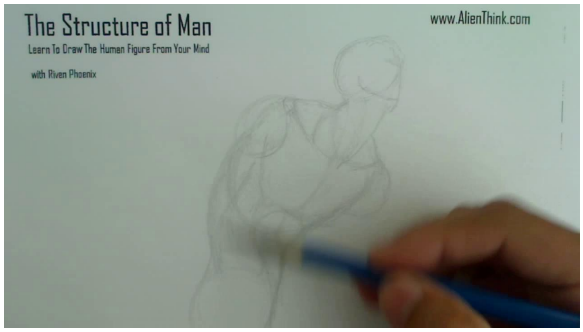
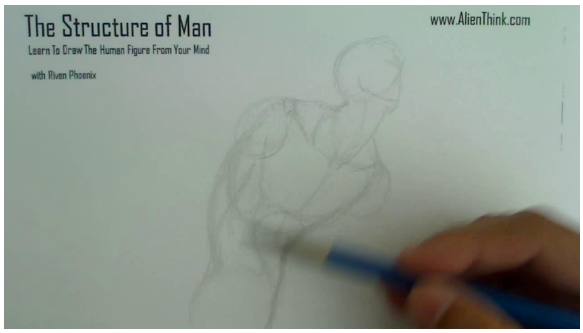
17		free in your thinking about it right think about these basic shapes here I got this I got my chest cavity like this now I can think about the door side
18		muscle and and connected over here then I can think about this as a separate component right this area here really is the thing to understand right this fine is definitely going to be
19		connected like this on the on that end and going in this way right and you're just forming these ideas like this so anyway once we get something like this on
20		paper we can now start to use this as an idea and say that okay I'm starting to see like a body over here and now I'm going to start to erase some of these lines

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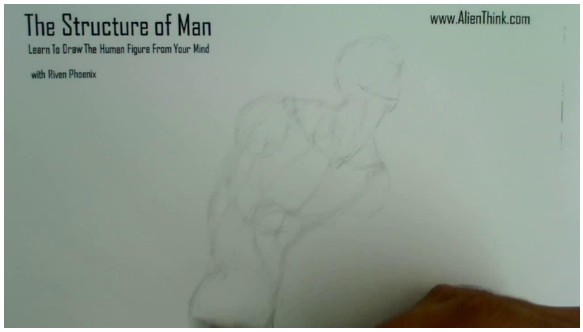
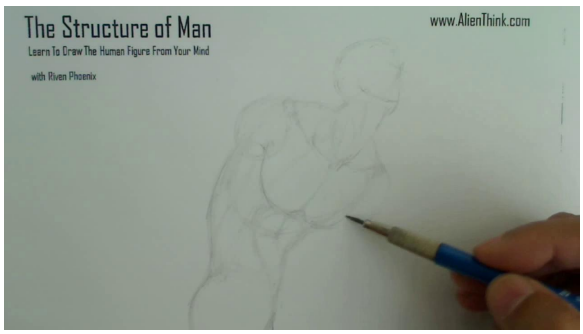
21		and start to let's say make this into some kind of a character design here right so over here I'm really going all the way down over here like this
22		okay so once we get this we can now start to think of what do we do we connected it like this and then we did this right you're not
23		thinking about the muscles when you're drawing this is thinking about the idea for the muscles that okay right and and over here I want
24		really same information that we did before meaning that this should clue you in as to regardless of where the body is

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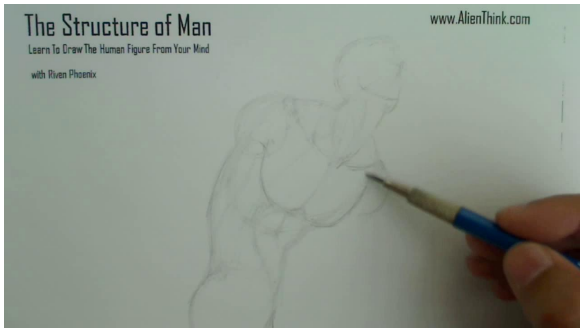
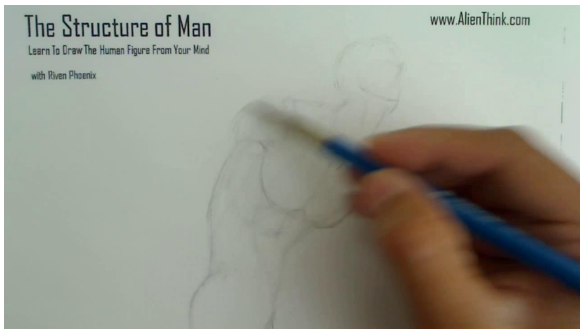
25		is contorted it's going to follow the same rules right you're always going to get this line over here like this right it's going to have this
26		component and then over here when we do the the muscle over here we know that right it's going to follow half the
27		pretty much the same component so here let's say that this guy here since we really haven't got into the arms so we'll do is make
28		this into some kind of shape here first right get some conceptual components going here first so let's say that his arm

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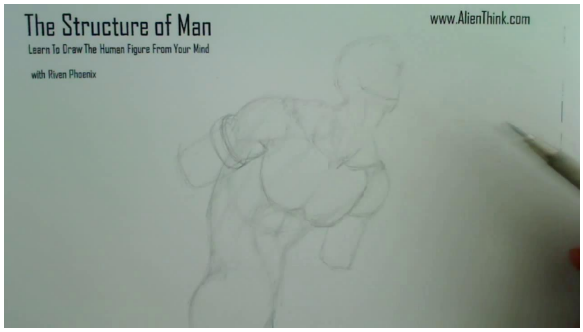
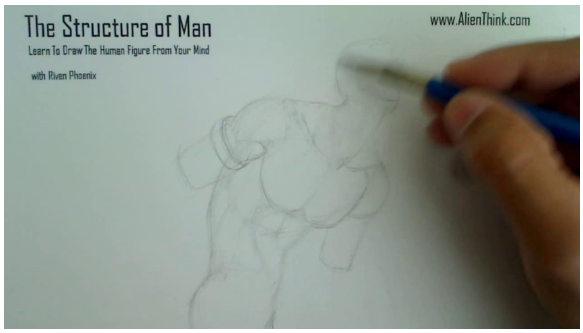
29		release is going to be going in like this direction over here let's say okay and then over here to do the same thing that this his arm is
30		going to be going in this direction over here so here we can now start to just visually see okay how much
31		information do I really want to use in from figure drawing to create this character here right so here we've got
32		some ideas over here so you're just going to first like just get the basic shapes down over here and then over here is

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33		really just going to be the mouth over here and this is going to be my template system over here right so I'll get
34		here to be like this over here okay so over here I'm going to like get the whole app system going in this way so to
35		understand this just use the line of understanding okay well I'm going to get a line here here and it's going to go like this and this will help
36		you understand the apps right they're going to be really like couldn't twisted in in a way right so I'm going to get

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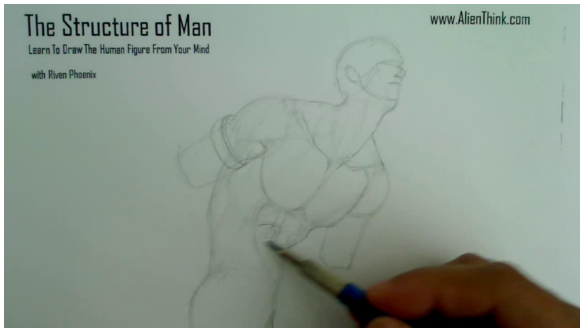
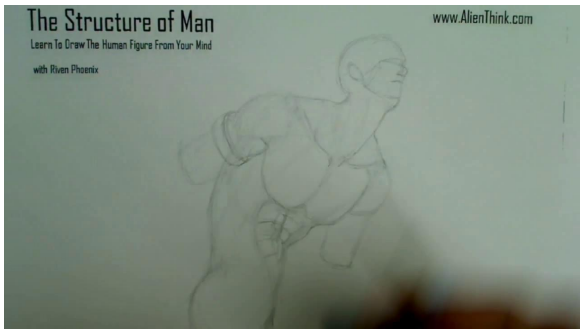
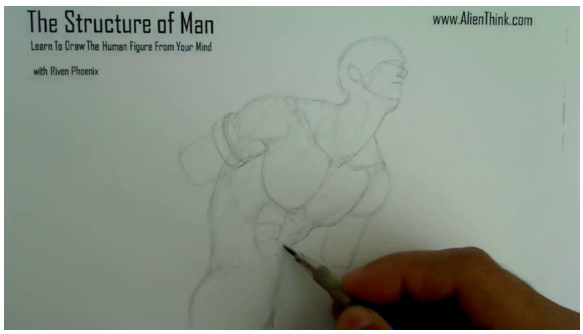
37		like this idea over here so here the the apps are going to be kind of like this over here just thinking just think
38		about them in this sense here right they're going to be twisted really in this idea over here
39		right so if we clean this area up you can see that okay what we really did was just do it this way right we started
40		thinking about the the layout structure of the apps in this way and in the end they they really just ended up going

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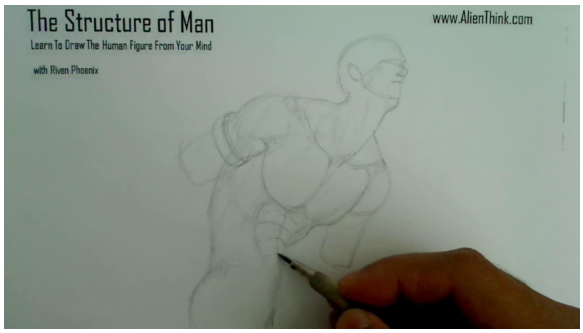
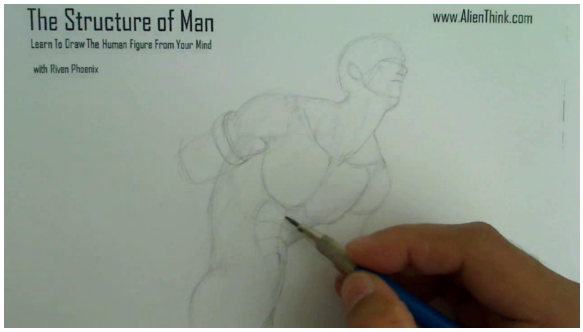
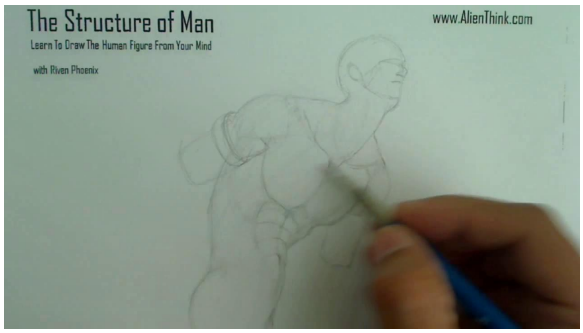
41		this is your enable and I get the stomach area it's just going to go this way right so you're going to get like these forms here
42		right and over here I want to think this in 3d definitely it's going to be like this right so then you get that idea again okay well
43		I know about this idea it's really going to be going more towards that that way anyways right so I'm going to get like
44		6 7 8 9 10 right same same same concept and it's just going to go right now the the muscles will start twisting in and turning

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45		so here it's going to be simple right we're just going to get 1 2 3 4 and here I'm just going to do 5 so it's
46		going to be like this over here right then over here you're just going to get you oblique muscles so here we know that
47		it's going to be stretching kind of like this right all of these muscles are just going to be stretching over here like
48		so right you can form the understanding of the figure like this in 3d right because we know the formula

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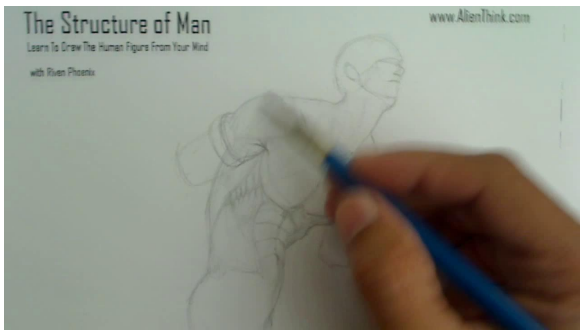
49		right and this of course is just going to be a 3d form going in this way right would be this
50		okay so now let's say that we have enough information for this figure right we get the we get the concept of
51		really how this connection system is going to be working right otherwise that is just going to be coming
52		this way I'm going to get kind of like this idea over here I'm going to go in a little bit

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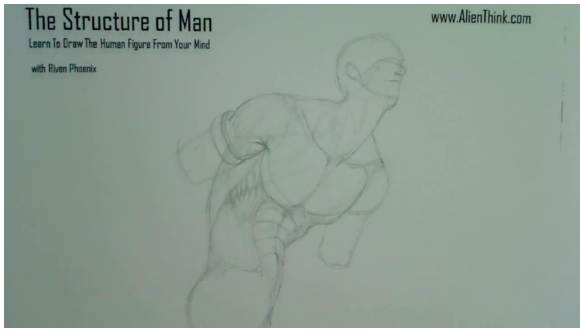
53		over here fix that up a little bit right so now we can start to address this guy I'm just showing
54		you right how you can now we you understand how to do this right so we just need to look at it this way
55		okay so now let's say we're going to make this into a character design so like that
56		we can really do anything we want here so let's just think about some of the forms here

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57		so how this is really just going to be going more in so let's say that this guy here I'm going to do his eyes
58		like this over here like so right and then over here I'm going to bring like this device on him like this
59		right he's going to have let's say this let's say he's going to have like this thing on him right over here
60		like so okay and then here we can just take it like this over here okay so that's like the

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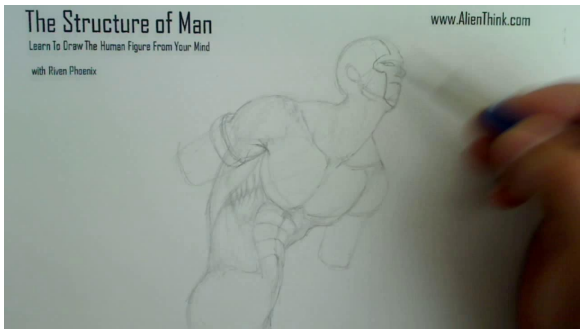
61		first idea we come up with and here I'm just being conceptual about everything over here I just want to think
62		right then when we go here we can start to think about this over here okay and then over here
63		let's go over here we're actually going to give him more of a
64		roundish idea over here right so here we're just coming up with some kind of a character

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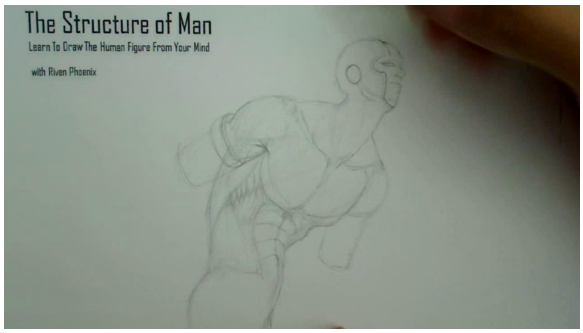
65		design okay so here we can just make like let's say some antennas over here okay and then let's say
66		that we decided okay let's say we're doing like a design for our academic book coming trying to come up
67		with like a superhero or something or a villain I don't know right so here we're just going to
68		shape some of this stuff in start to bring out some of these details here right and then once we get

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69		these ideas here we can use the eraser and start to say that okay I like this idea so now I'm going to just
70		make this more superficial right we can still be in this style of conceptual idea
71		in this conceptual thinking idea so let's give it some form over here and now go more up right
72		and then go like this and then over here we can just say that okay look it kind of like

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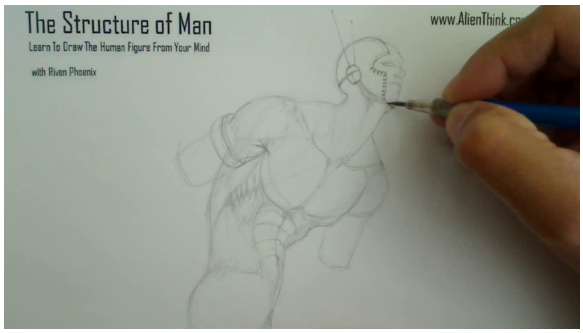
73		ended in the end over here like so right and then over here I'm going to
74		do like these ideas here so I'm going to move kind of quickly through this but you can see that
75		obviously if we take the eraser and erase this and then once we get the concepts in right we can
76		create much more intricate drawings right so I can just simply take the eraser and now make the

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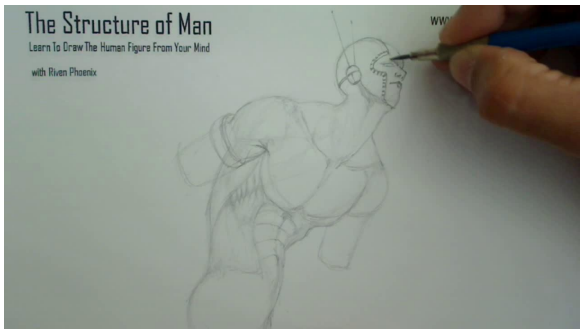
77		more superficial and really go in and work on the detail right so for his lips just going to do
78		them like this over here
79		okay so for his hair actually I'm going to give him some hair here right so here I'm just going to
80		think about some of the individual screens first right and then here you can simply just

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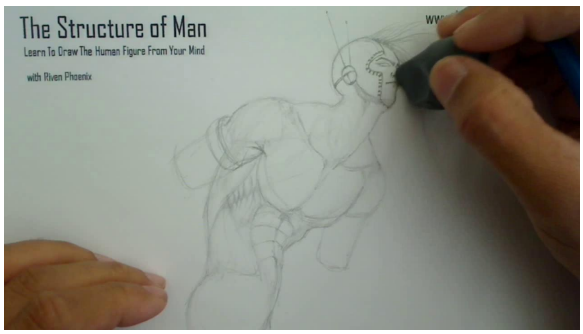
81		so let's go on the other side is just here like this right this is like a dynamic pose
82		that I'm showing and then we're trying to do here okay
83		right so again you got to keep that in mind that this is a conceptual drawing right I'm repeating
84		that because it gets right because see I can just take the eraser and just come back in and then

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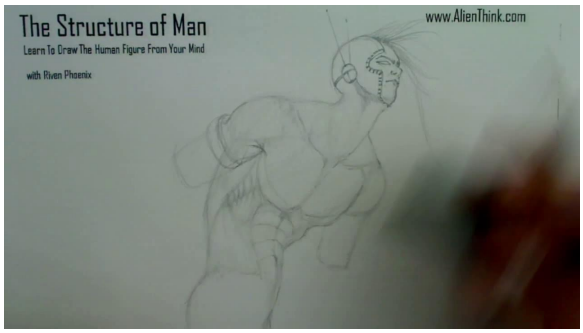
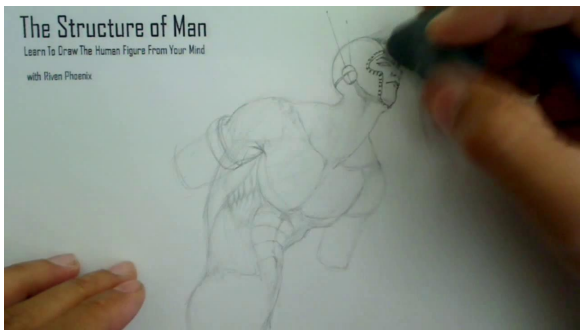
85		once I'm happy with the ideas I can start to add more detail it doesn't really matter right the
86		first idea is always to get at least something on paper and then start to think about your concepts
87		right so now the face is starting to become more and more realistic over here right so now if we
88		take if you know erase some of these dots that we do you can really start to think about them

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89		okay I'm just gonna make it like this right this is how we're going to get much more higher
90		quality artwork for print right so if we're doing a comic book we really have to come in here
91		and draw the stuff out like this right and we can even think about the whole idea like this
92		and just gonna quickly finish this here

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93		okay
94		okay so that that fixes it over there so now we can start to think about this arm over here
95		like what can we do with this so here when we come over here we'll just now start to really just
96		think about the the whole concept here in a 3D idea now okay so let's say that I want

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97		to start to really just do something like this over here first
98		start off with like these basic shapes first and just conceptually first work out with the idea
99		right and if I'm happy with it I'll just take the eraser and then work a little more on
100		right and here so this is a much more complicated illustration that we're working on

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101		and this is going to be the line over here maybe basically whether the nipple is going to be
102		right so for this we can now start to think about okay well what we can do is just give him like
103		a robotic arm over here like so right so let's say that over here
104		it's going to get all these little things that are coming out all of his arm

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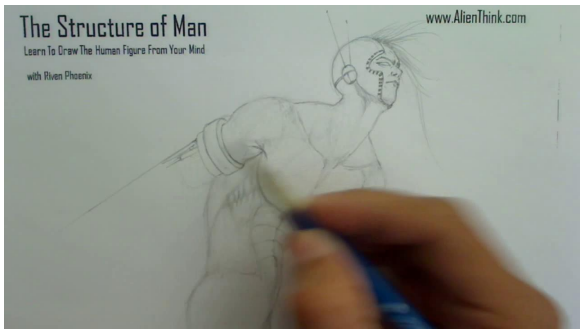
105		we'll give like these dots here for the antennas
106		right so once I'm happy with this then I'll think about okay but I'm going to think a little bit about the
107		perspective on this so okay so here I want to do some nuts and bolts over here
108		we'll be just thinking

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109		most of the ideas here okay so here we can like
110		give him some wires over here okay
111		and here we can just do one wire that's going like this
112		so

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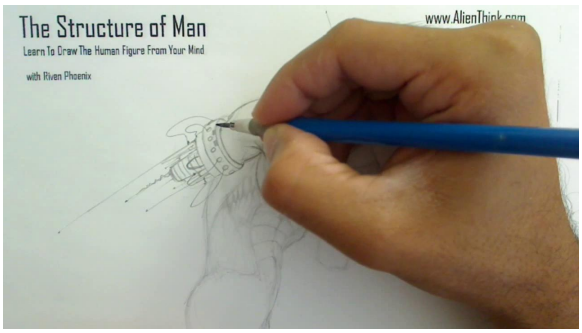
113		here I'm just going to put like some accessories again all I'm just going to do this conceptually
114		but you get the concept of how this is being done and over here we can now start to think about
115		okay well I want to do let's see some kind of an emblem over here right and then over here
116		let's say that he's for we'll get do like this idea here first

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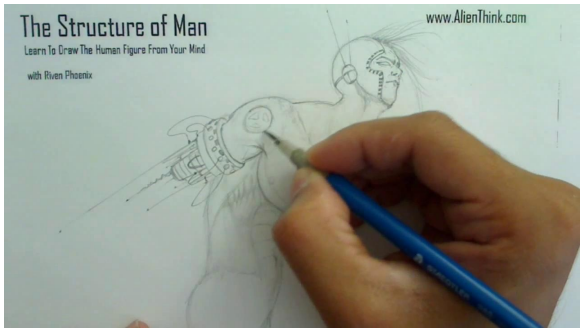
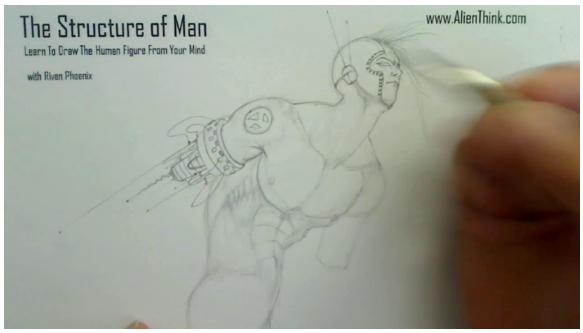
117		right something like this doesn't have to be a perfect circle here for this one
118		I'll just say that that's just emblem on this
119		okay so now let's come up with some kind of an idea here for his costume right so he's just
120		wearing a whole costume in here for something again I'm just going to

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121		see how far we can get with this so let's say okay so he's going to have an emblem over here
122		so this is where we can now start to think about the contour
123		contour lines right so let's say over here it's going to get something like this over here
124		right so he's going to it's going to go in here like this follow the whole idea here

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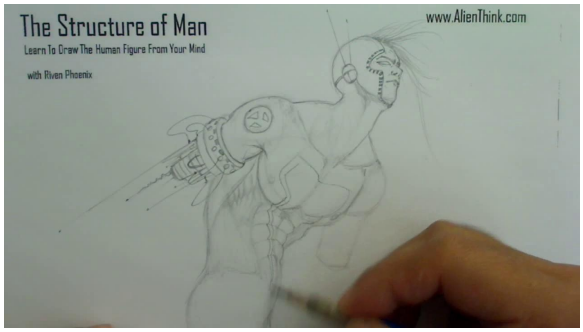
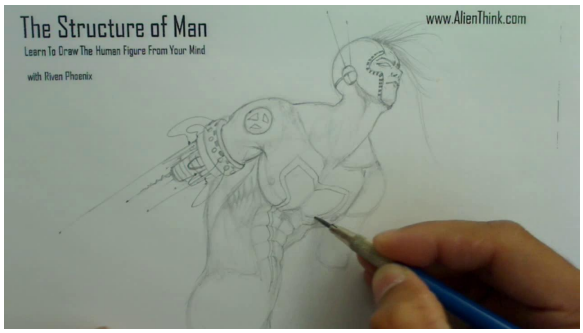
125		over here right so
126		now it says this is like a super hero design he has on his costume
127		right so you have to come up with your own style right if you want to get into sequential
128		or just illustration like I'm just making it more realistic here I'm just following all the rules

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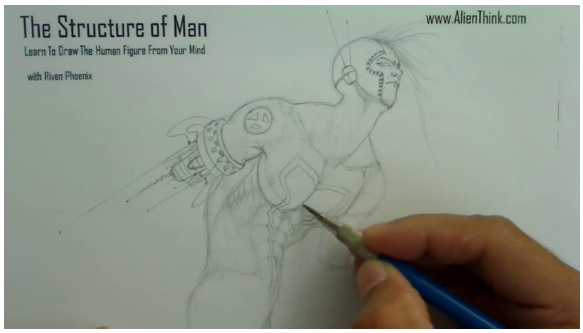
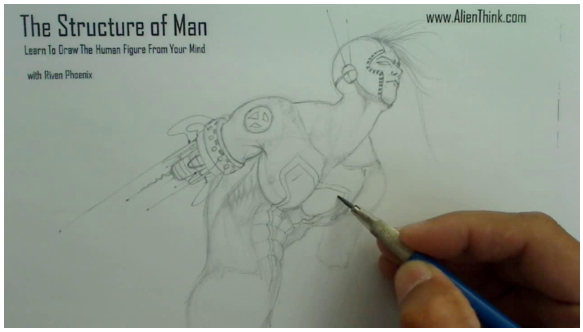
129		here of an item but you can exaggerate and just make it pretty simple right so here we could
130		come up with some concepts here that
131		we'll have like some weird design here
132		for his emblem

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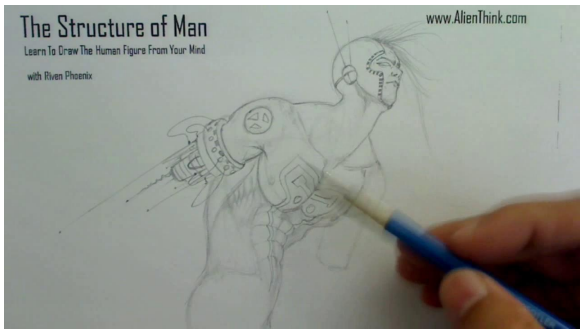
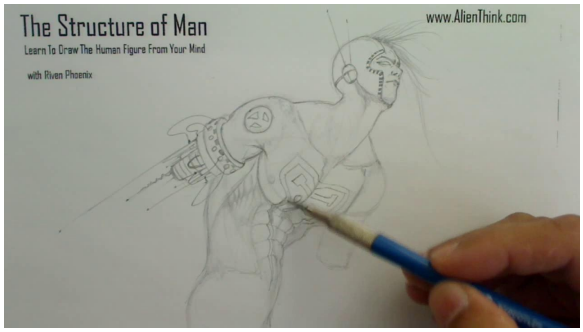
133		right so once we have this here let's do color this in a little bit
134		right to see how this character is going to work
135		right and then we can start to think about the anatomy over here so we know that right
136		it's just going to be like well and then you're going to get like these this muscle over here

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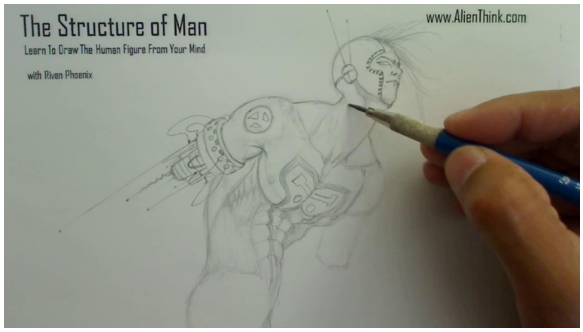
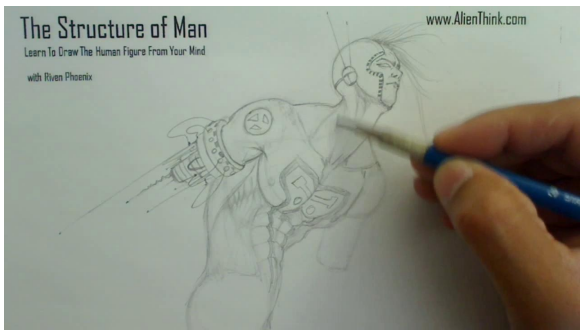
137		obviously going to get this idea over here like this just think about the lines
138		right and it's going to be like this and then you're going to get
139		like the line over there coming in right so again he's writing a costume right so
140		we really just have to be more artistic about it how we want to do this

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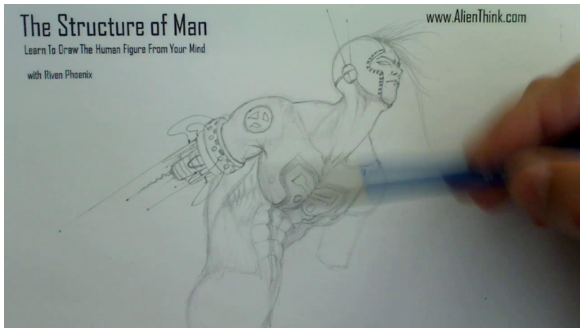
141		right and then filling up the shading is going to be very simple I'm just showing you a very simple
142		design of how to do this for yourself right and as you can just start to shade it in
143		say this is going to be like a concept that you've come up with for the character design
144		right and just quickly shade it in something like this and for his other arm

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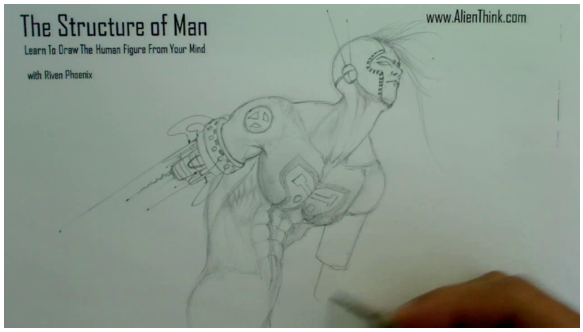
145		we can just make it go like this over here so right and then
146		no no just create like some kind of a sophisticated system
147		see a gun or something right I mean we can work on work all this all day and come up with some
148		cool designs for it you can do kind of like the same thing

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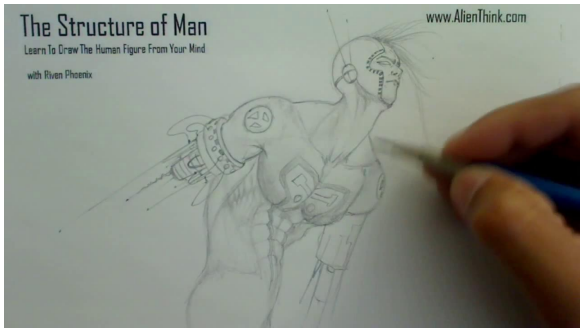
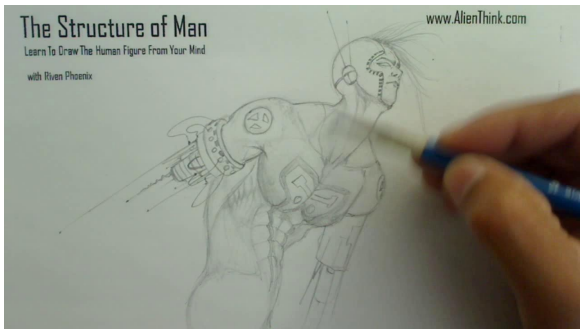
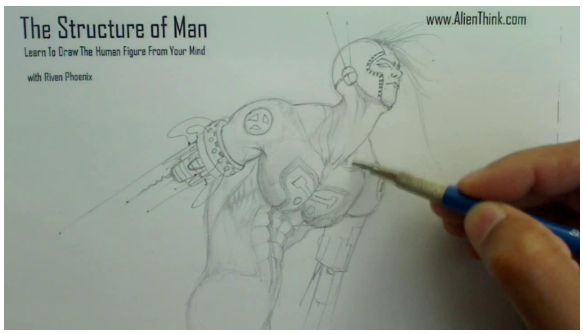
149		then over here I'm just going to do the same conceptual form on the other hand
150		right so I'm just simply just sketching it okay so now we can use the idea of
151		that understanding of the line of understanding and start to create like these lines here
152		on the on the costume right so his lines go like this here on the costume or something

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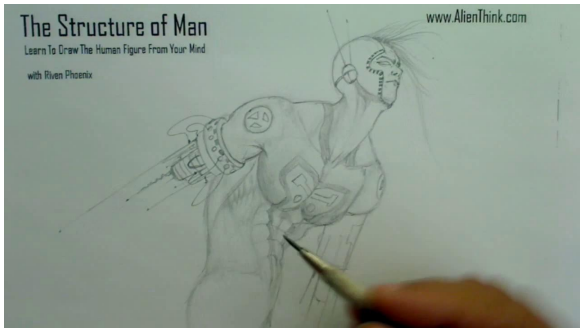
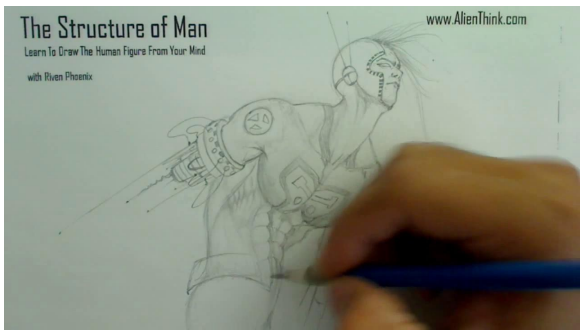
153		right start to making more interesting looking
154		right and then over here we can now start to think about okay about
155		might as well since he's over here anyways he's giving like some kind of a belt
156		right

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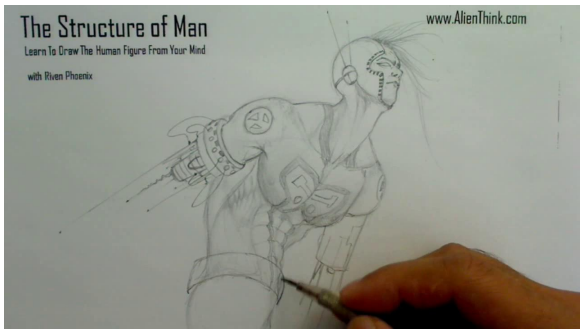
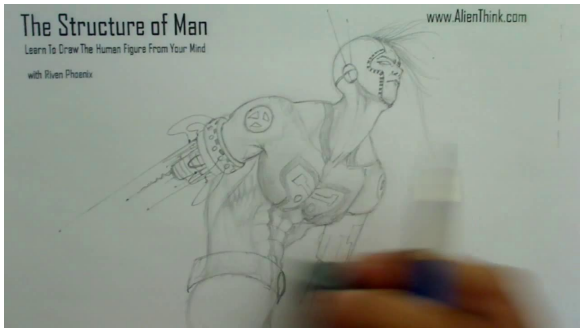
157		don't think about the whole thing over here
158		right so I mean we can just be experimental with these ideas right
159		but you can see how quickly we were able to
160		get the mind to begin to understand figures drawing right

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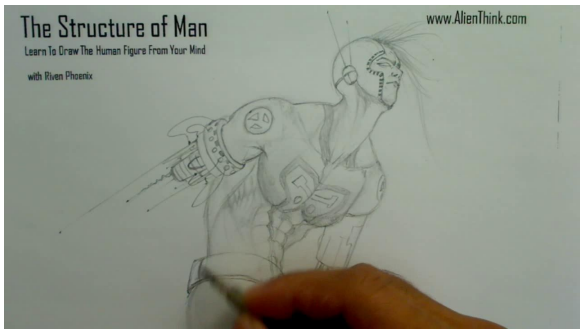
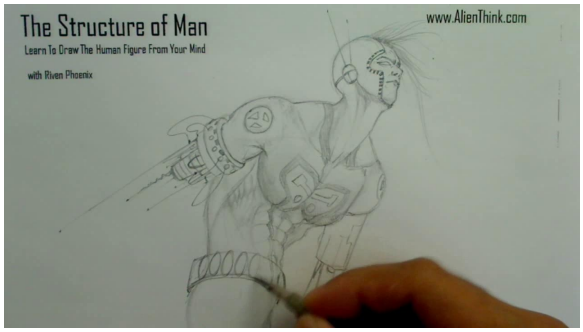
161		and then start to really be able to now all of a sudden create all these sophisticated
162		illustrations even with a little bit of information
163		okay so now just think about these control lines right how they're going over here in there right
164		and then you can just shape this in like I showed you in the previous lesson but you can use

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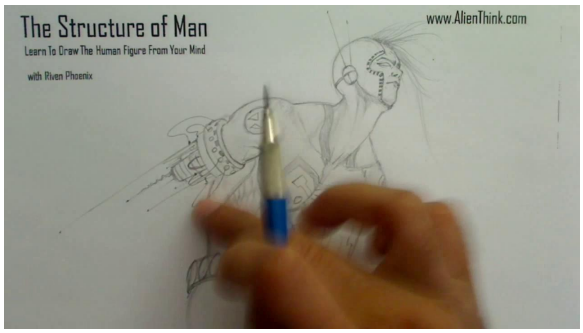
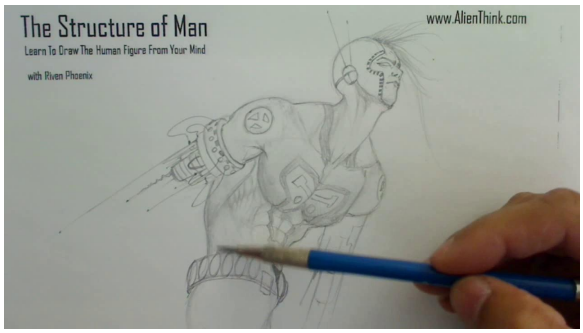
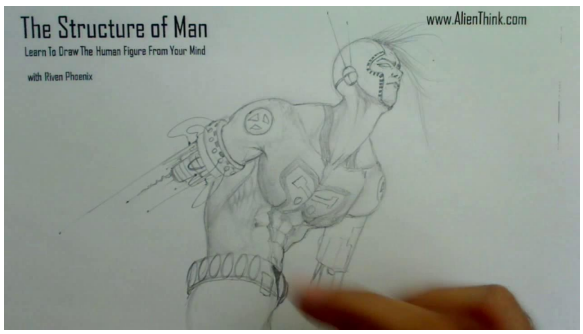
165		the stuff too that makes everything more more realistic so basically in this process of the
166		stub just put a little bit of stuff down we will let we I'll show you how to do that
167		in in drawing out in the another set of videos that I'll do after the structure of man
168		which will learn which will look at how to draw faces and we'll do in advance figure drawing

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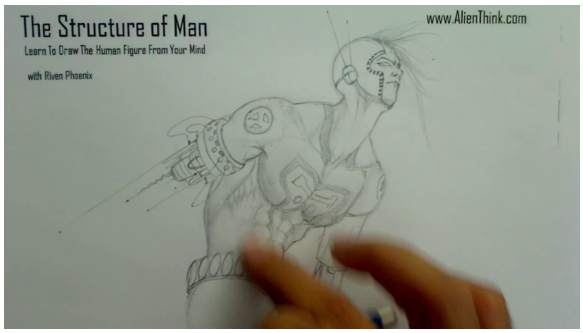
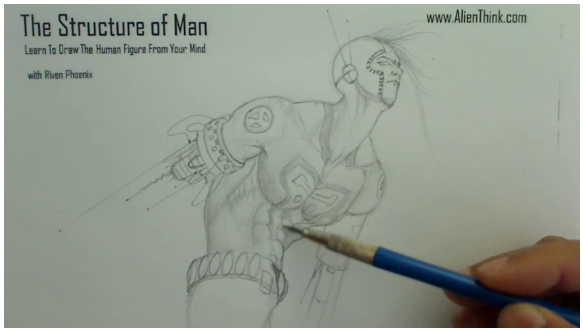
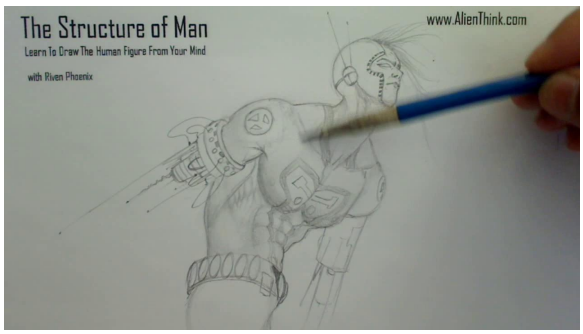
169		video series right we'll do more realistic stuff and we learn to use going to see the power of
170		the the stub how nice to do much more realistic stuff very you can just keep going with this
171		add more light and shadow like this right
172		and then over here I'm just going to create a little bit of shadow over here to show some of the muscles

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173		okay so anyways I think you get the concept here so I'll see you in the next lesson next

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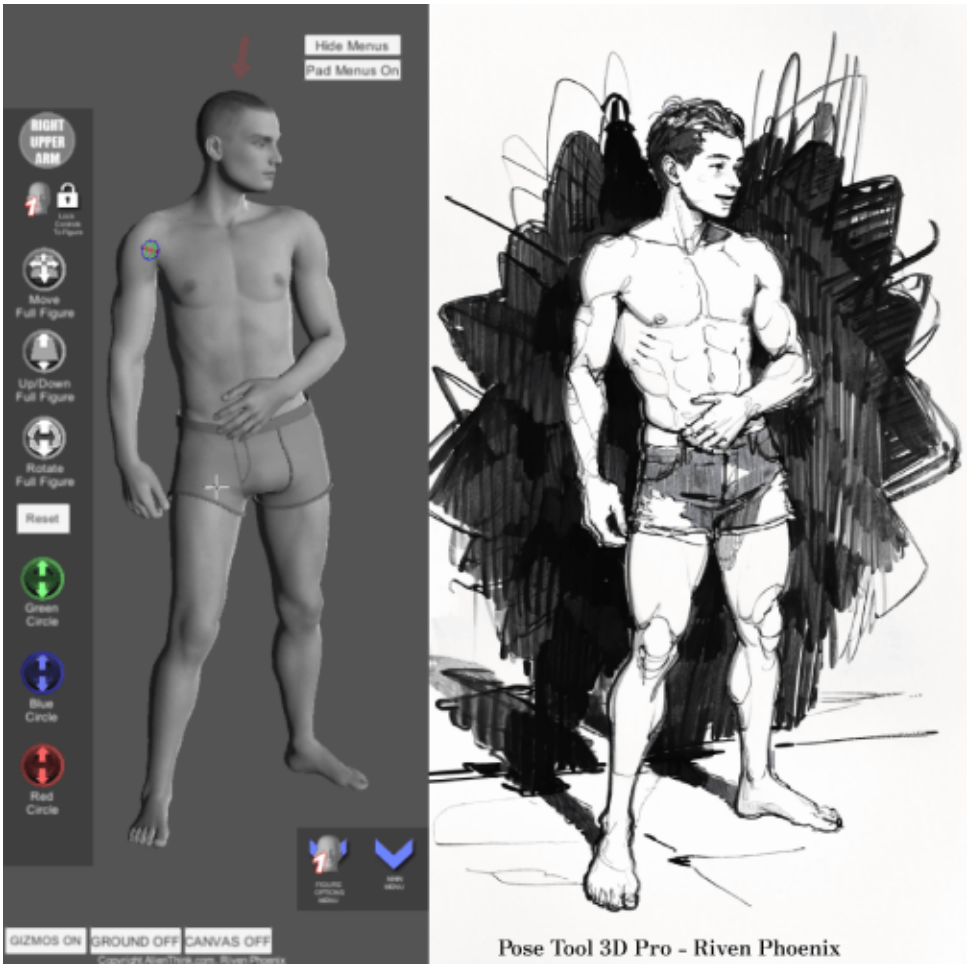

www.alienthink.com/pose-tool-3d/

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